

EVE

ECHOES

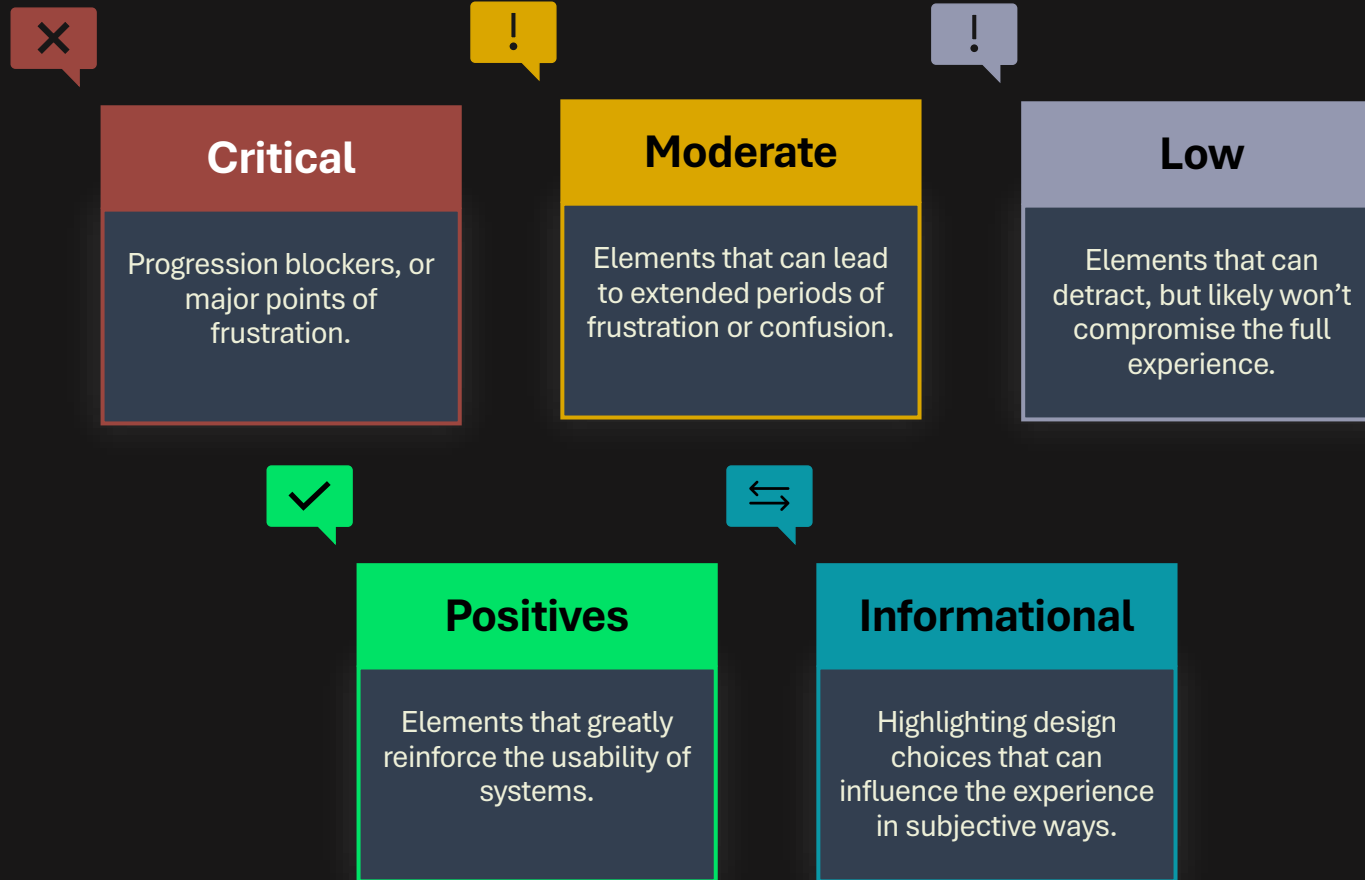


EVE ECHOES

Expert Analysis

Next Issue
Coming

READING GUIDE – COLOUR CODING



READING GUIDE – REFERENCE LIST

Expert Analyses utilise a set of game design „*rules of thumb*”, informed by cognitive psychology, with the aim of improving game usability. Below is a list of some of these that I will reference in the report:

1. Clear Feedback and Multimodality

User actions and game events/status should be accompanied with quickly identifiable confirmations - ideally from multiple sources (e.g. visual, audio, haptic).

2. Consistency

Established rules (e.g. controls, keywords) should be used consistently.

3. Error Prevention

Assist players in avoiding unintended significant user errors (e.g. confirm prompt when quitting the game).

4. Minimise Cognitive Load

Users have limited cognitive resources for learning new concepts and directing their attention to things on the screen. This is especially important for an effective onboarding.

5. Affordances

Game objects and UI components should clearly indicate how they are meant to be used to the users.

6. Accessibility

The game should follow principles of accessibility to allow as many users as possible to comfortably interact with it.

7. Recognition Over Recall

Make information required for completing a task visible to users, instead of expecting them to remember.



TUTORIAL: ARMOUR & VELOCITY



Armour & Velocity Tutorial Missable

- Tutorials pop-up **unexpectedly**, while players are focusing on other game events [4].
- Tutorial pop-ups include large bodies of text with new information and **disappear automatically** after a few seconds [4].
- The tutorial **guides players attention to symbols** that don't match any component on the HUD [7].
- The UI components referenced in the text („arcs”) are **not highlighted on the HUD**. [1]
- The tutorial describes the **velocity meter as a „yellow arc” but it's blue**. [2]
- The dialogue at the end cuts off the last tutorial message.

[1] CLEAR FEEDBACK

[2] CONSISTENCY

[4] COGNITIVE LOAD

[7] RECOGNITION OVER RECALL



Supporting material video: Eve-HPTutorial

Suggestion: The tutorial should highlight relevant UI components, and potentially pause gameplay.



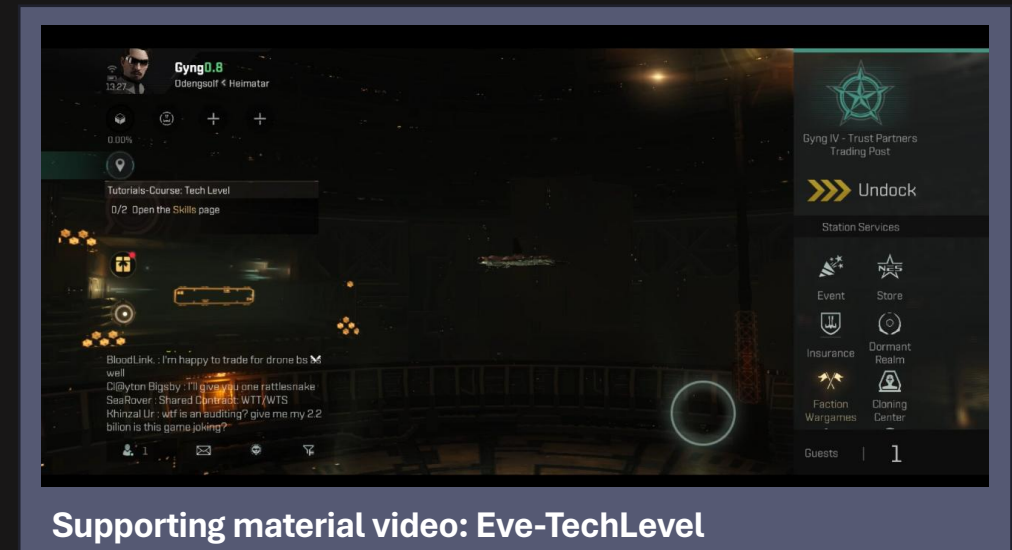
TUTORIAL: TECH LEVEL



Progression Blocked During Tutorial: „Tech Level”

- Upgrading to Tech Level 2 does not progress the mission.
- Game is **stuck on step 2** of the quest.
- Skill Queue tutorial pops-up if players open up the skills tab again. It's not indicated if this is required for completing the quest.
- Quest **completion is randomly triggered** outside of the Skills Menu.
- Quest **completion is not clearly indicated** ^[1], only by a dialogue pop-up. (which might pop-up in another menu)

[1] CLEAR FEEDBACK



Supporting material video: Eve-TechLevel



TUTORIAL: CAMERA ROTATION



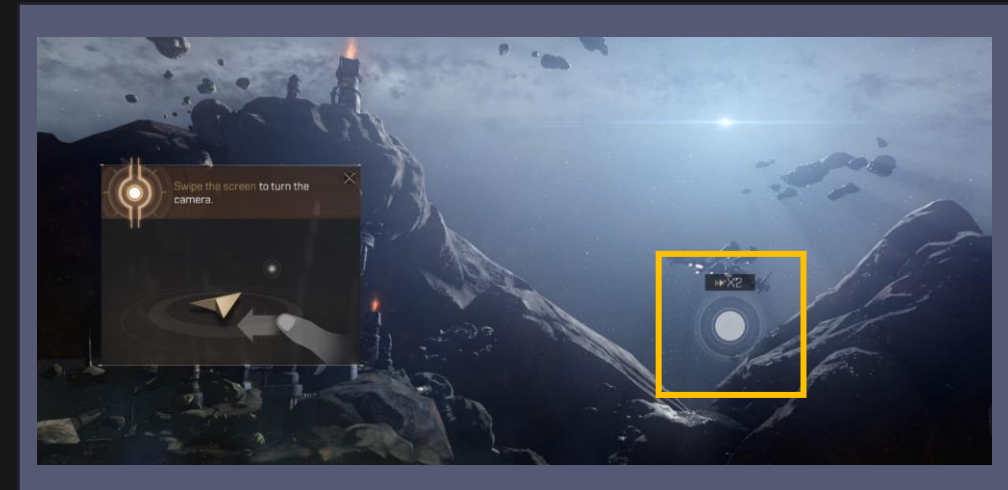
Players are Unable to Experiment with Camera

- The tutorial panel **suggests that players can experiment** with the mechanic.
- There is no indication that touching the screen ^[5] advances/speeds-up the cutscene (e.g. „Tap to Skip”).
- **The pop-up is played during a cutscene**, instead of a relevant gameplay section.



Pausing the Game for Tutorials

- Pausing for essential information gives players control over the pace of the onboarding, and/or a chance to experiment. ^[1]
- However, pausing frequently can potentially disrupt the overall game experience.



Suggestion: The tutorial should be played during the first combat sequence (starting after the cutscene).

[1] COGNITIVE LOAD
[5] AFFORDANCES



OVERLAPPING UI COMPONENTS (1/2)



UI Panels Hide Relevant Menu Elements

- Open panels, dialogues, tutorials, and indicators **partially/fully cover other relevant elements.**
- During onboarding, players have **no reference point** for what is being discussed until the overlay is closed. [7]
- Other UI components providing player action **feedback are covered up** (e.g. ship component panel covering ship stats) [1].

[1] CLEAR FEEDBACK

[7] RECOGNITION OVER RECALL



Example: The total defence of the ship, the lower slots, and the items used to increase it, are not visible on the screen.



OVERLAPPING UI COMPONENTS (2/2)



Dialogue Overlay Distracts from Tutorial Panel

- **Tutorial pop-ups continue playing** during dialogue sequences that seemingly pause the game [2].
- Panels behind the dialogue are dark and hard to read.
- The tutorial and dialogue panels are **fighting for player attention**. [4]
- Players can miss important information.
- **Other UI components** introduced in the background can also be missed (e.g. new enemy ships).

[2] CONSISTENCY
[4] COGNITIVE LOAD



Suggestion: Dialogue sequences should consistently pause all game actions while they are playing.

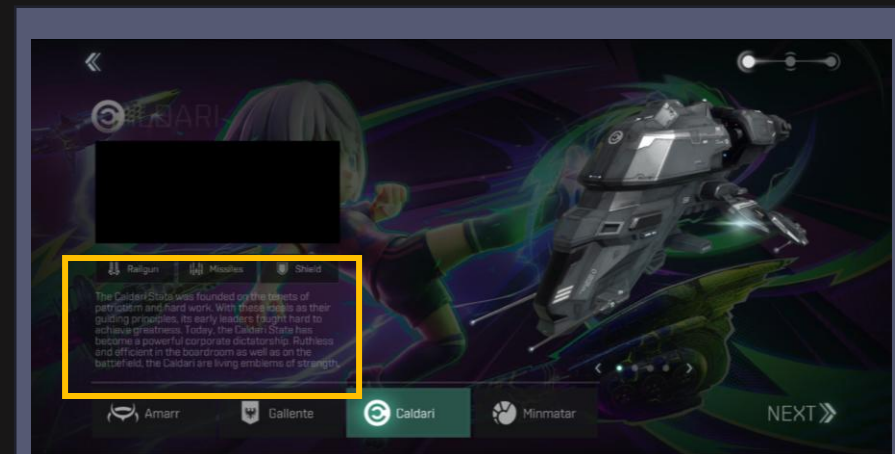


TEXT AND SYMBOLS ARE DIFFICULT TO READ



Small Text/Symbols Size Relative to Screen-size

- **Small text** is straining to read [6].
- The detail on **symbols** is difficult to make out, making them **hard to quickly differentiate**.



Low Contrast Between Text and Background

- Bodies of text are placed on top of **noisy or similarly coloured backgrounds** [6].
- This further reduces readability.



[6] ACCESSIBILITY



INTERACTION SIGNALLING



Main Menu Buttons Are Not Clearly Defined

- The Main Menu and Solar System buttons do not look selectable ^[5].
- The two buttons have **no clearly defined borders**, making it easy to misclick.
- This is exacerbated by an indicator during the Tech level tutorial pointing right in-between the two ^[3].



Text Boxes Being Scrollable Is Unclear

- Large textboxes with overflowing content **don't have a visible scrollbar** ^[5] until players touch them .

[3] ERROR PREVENTION
[5] AFFORDANCES

